

APPENDIX C: DESIGN GUIDELINES/NARRATIVE

LA PUEBLA RECREATION AREA TRAILHEAD CONSTRUCTION

July 2012

Design Goals

Through design and construction of defined trailheads, the agency will have a recreation area that is efficient to operate, reduces the environmental 'footprint' of needed facilities, and improves the visitor experience.

Function of the Facilities

Provide access for the surrounding community and clearly defined trailheads, parking, picnicking, and delineation between motorized and non-motorized use.

Adjacent landowners and neighbors from many surrounding communities escape from the city and traffic to recreate on 680 acres of undeveloped public land. Public uses include hiking, running, dog walking, education activities, motorcycle, ATV riding, and picnicking primarily by people living in the surrounding communities. Public land is accessed by neighbors with residences near Wheat Street, Barton's Loop, and Tres Familias Lane. There are no formally developed facilities. However, a group of motorized users built a motocross loop with jumps and banked turns. Unauthorized routes proliferate from motorized users resulting in multiple braiding, cut offs, parallel tracks, excessive cut slopes, and accelerated erosion and damage to vegetation, cultural resources and fossil remains. Neighbors use the area for daily exercise to hike, walk their dogs, ride motorcycles, and ATVs.

Standard Design Objectives

1. Design for a rural setting with well-defined facilities.
2. Design a cohesive environment; view architectural design as an opportunity to enhance the sense of place and correspond to interpretive themes. Respond to landscape character.
3. Create visual consistency in site materials surrounding landscape.
4. Carefully design arrival sequences. Employ obvious circulation networks and clear signage. Provide for safe car, truck and trailer, and bus access from county roads. Minimize pedestrian activity and vehicular circulation interface. Minimize user group conflicts between motorized and non-motorized users.
5. Roads and entry drives should provide unobstructed sight lines and dimensions for safe entering and exiting.
6. Make the recreation resource and facilities accessible to people with disabilities wherever possible in the design. The standards of universal (barrier free) design should be incorporated. All structures should be designed to blend with the cultural and natural landscape.

7. Make use of local design elements that reflect the rustic, rural cultural setting. Maintain/improve scenic quality as viewed from trails, facilities, parking areas, and site furnishings.
8. The facilities design will incorporate materials that are cost-effective over their expected 20-year life, with low maintenance costs, and resistant to vandalism.

Site Design Criteria – Entire Recreation Area

1. Roads – All-weather roads crowned with base course and drainage suitable for future paving. Designed for ease of snow and ice removal, accommodating large vehicles, such as school buses and RVs 25 feet or longer where appropriate and incorporating logical circulation patterns. On-site roads and parking should be designed and constructed to sit lightly within the existing topography, minimizing the amount of cut and fill, and potential visual impacts as seen from trails and recreation sites.
2. Parking/Trailheads – Use flexibility in parking design of parking layouts that respond to the terrain, vegetation and space available. They may be used year round. Snow, hot dry summers, rainy periods and other extreme climatic conditions should be accommodated. When selecting surface material consideration should be given to its durability and maintenance, dust and glare. Parking areas and spaces should be clearly defined to prevent indiscriminate vehicle parking. Spaces should be roomy to accommodate the loading and unloading of gear to and from the vehicle.
3. Landscaping – minimize new areas disturbed by construction activity. Areas that are disturbed or that are no longer going to be used should be replanted with native grasses and shrubs in a mix consistent with that found in the natural surrounding landscape. Use vegetation, rocks or other natural materials where possible.
4. Restrooms – Structures shall be CXT or equal and should reflect the architectural style for the recreation area. All restrooms should have urinals.
5. Site Furnishings – Provide furnishings that are welcoming, comfortable to use, durable, vandal resistant, and easy to maintain or repair. They should have a visual continuity through material type, color, form, and be barrier-free.
6. Water Quality Restoration – Reduce the potential for non-point source pollution (mainly sedimentation from sheet and stream erosion) by improving hydrologic function, soil stability, and soil productivity. Watershed restoration is a corrective measure to increase ground cover (vegetation or litter), increase infiltration, slow overland flow, and conserve the soil resource, enhance soil productivity, reduce flood occurrence, and flood damage, improve water quality to ensure compliance with state and Federal water quality standards, and reduce on-site soil loss.
7. Sign Bases – Create a design for entry sign supports near the main entrance on County Road 88, Wheat Street, and Tres Familias Lane.

Site Design Criteria – Dead Dog Trailhead

1. Design a graveled access road at entrance from Wheat Street.
2. Parking should accommodate a total of 10, 40' truck/trailer units that can double for 20 passenger vehicles. Recontour to allow drainage.
3. Provide two earthen loading ramps.
4. Provide one, single vault toilet at south end of parking area.
5. Day-Use Shelters – Provide three shelters. Each shelter would have a perforated metal table/seating for 8 and on-ground grill. There should be steps or trails designed to access each shelter, if necessary. Ideally, at least one shelter would be universally accessible.

Site Design Criteria – Epoch Trailhead

1. Design a graveled access road at entrance from County Road 88.
2. Parking should accommodate a total of three, 40' truck/trailer units and parking for four passenger vehicles. Recontour to allow drainage.
3. Provide one, single vault toilet at northwest corner of parking area.

Site Design Criteria – Skull Ridge Trailhead

1. Accommodate parking for at least four standard vehicles.

Site Design Criteria – Access from Tres Familias Lane

2. Provide barriers that allow access for ATVs, bikes, pedestrians, and horses but not full size vehicles.